

GROUND RULES

GENERAL

1. The out of play lines are the fences that run parallel to the ball lines and extend out on an imaginary line as far as you have open play in the outfield. If a ball rolls under or bounces over any fence it is considered out of play.
2. On a catch, we rule the player and not the ball. The player must have control before he/she lands on or over the "out-of-play" line. Interpret the play as in basketball rules... "the player is considered in play until he/she lands or touches out of play. The penalty for carrying the ball into the dead ball area is one base for each runner (catch & carry rule) unless the player intentionally carries the ball out of play.
3. The dugout is out of play. Any ball that hits equipment in the dugout or on the top of the concrete is a dead ball. The fence above the concrete is not dead unless it also hits equipment inside. Any equipment that is left outside the dugout can only hurt the team that left it out. Umpires should make sure that all equipment is inside the dugout at all times.
4. All outfield light poles that are in fair territory are in play. If a ball touches an obstacle, it remains in play. It is not a legal catch if the ball touches an obstacle and then is caught by a fielder.
5. Tie games will be played up to the end of the allotted game time. NO inning may start once the game time has expired.
6. A game will end after five (5) innings, when a team is behind by 15 runs or more and has completed their turn at bat.
7. Time limit is one hour & ten minutes (1:10), unless the games are scheduled less than an hour and ten minutes apart. For example, game times are 7:00pm, 8:05pm and 9:10pm. Then the time limits will be 1 hour 5 minutes.
8. No metal cleats are allowed -shoes and shirts must be worn.
9. If the ball hits any part of a tree, the ball is to be played as if it has hit a fence. It is not a catch.
10. We are now using the 6' pitcher's box in all league play.

GREER PARK

1. Dead ball areas (including the burn lines) extend along the back of the dugout fences.
2. Each player may hit only one home run over the fence. The next one by the same player is a ground rule double. There is no limit as to how many a team may hit (no "one-up" rule). This rule applies to all leagues (men, women, seniors & coed).
3. A ball that goes through the gate in center field is a ground rule double.
4. A ball that hits a tree over the fence line is considered to be over the fence.
5. Any ball that is hit over the first fence in left and center will be considered a home run.

WORTHY PARK I & II

1. Dead ball areas are the dugout fences extended (including the burn lines) to the outfield fences. Please be sure that the soccer goalposts are well behind the out of play line.
2. A fair fly ball hit over the fence is a home run.
3. All fair outfield light poles are in play.
4. Any ball that rolls under a fence or bounces over a fence is a ground rule double.
5. Any ball that hits a tree or bushes is still live and in play.

MURDY PARK -FIELD 1

1. The dead ball area is both fences extended, (including the burn lines), to the left field fence and to the top of the hill in right field.
2. Any fair fly ball hit over the net is a home-run.
3. Any ball hit into the fence, net or tree is a live ball unless it becomes lodged.
4. Any lodged ball (including within the netting) and any ball that goes through or under the netting and/or fence is a ground rule double.
6. Fielders may go beyond the fence, but cannot go behind any fence to catch a ball.
7. All light poles are in play.
8. All hills are in play.
9. Any foul ball hit into the parking lot is to be declared an out.

MURDY PARK -FIELD 2

1. Any ball that hits the bushes between the second light pole and the right field out of play is dead immediately. If the ball is fair, it is a ground-rule double. It doesn't matter if it touches a player or not. It does not matter if the ball pops back out, once the ball reaches the bushes, it is dead.
2. Any ball to the left of the second light pole remains live and is in play.
3. A ball must clear both the bushes **and** the fence in order to be ruled a home run.
4. Dead ball area in left field is the fence extended (including the burn line) to the top of the hill.
5. All light poles in fair territory are in play.
6. All hills are in play.
7. An unobstructed foul fly ball that lands on to the tennis courts in a fly is to be declared an out.

GOLDEN WEST -I

1. Dead ball areas are the "imaginary lines" that run down the front of each dugout.
2. Any fair fly ball hit over the net in left field is a home run.
3. All trees, bushes, scoreboards, trashcans, bleachers, light standards, or any other obstacles inside the fence, are in play.
4. If a ball rolls through the open gate in left center, rolls under the fence, or bounces over the fence, it is a ground rule double.
5. Any ball that goes through the netting, gets lodged in the netting, or between the netting and the fence, will be ruled a dead-ball. It will be called a ground rule double.
6. All soccer players, rugby players, joggers, bikers, etc., are in play unless they intentionally interfere with a ball.

GOLDENWEST-II

1. Dead ball areas are the "imaginary lines" that run parallel along the front of each dugout.
2. All poles, soccer goals, etc., are in play.
3. Any part of the trees is out of play and is a dead ball immediately.
4. All soccer players, rugby players, joggers, bikers, etc., are in play unless they intentionally interfere with a ball.

5. An unobstructed foul fly ball that lands on McFadden in a fly is to be declared an out.

EDISON PARK -FIELD I

1. Out of play line on the right field side is the back of the dugout fence extended including the burn line and the light standard.

EDISON PARK -FIELD II

1. Out of play line on the left field side is the back of the dugout fence extended including the burn line and the light standard.
2. An unobstructed foul fly ball that lands on to the tennis courts is to be declared an out.

SPORTS COMPLEX

1. Any foul ball fly that **goes** onto Talbert, Gothard or Golden West Streets is to be declared an out.
2. On Field #1, any ball going beyond the tree line or over the fence in left field will be declared a home run.
3. On field #1, any ball going into the mobile home estates will be declared an out.
4. On field #2, any ball hit into the out of play area adjacent to left field, the batter will be declared out. This does not include the area directly behind the third base dugout.
5. Any foul ball that goes into the parking lot from field #4 will be declared an out.
6. On Field #5, any ball going onto or beyond the walkway in left field will be declared a home run.
7. Any foul ball going into the playground area west of field #7 will be declared an out.
8. On field #8, any ball that lands in the construction area in left field will be declared a home run.
9. On field #8, any ball hit over the left field foul line fence will be declared an out.
10. All soccer players, rugby players, joggers, bikers, etc., are in play unless they intentionally interfere with a ball.